## MINUTES OF A SPECIAL WORK MEETING

February 23, 2016

The meeting was called to order at 5:30 p.m. by Mayor Vaun D. Ryan.

A roll call was taken which showed council members Albert Foster, Aaron Weight, Dustin White, and Troy E. Rohrer present. Joe Burdick was excused. Mayor Ryan stated that the meeting was a regularly called meeting and that notice of the time, place and agenda of the meeting had been provided to the local news media, to each member of the governing body, and was posted on the city web page and the state public meetings web page.

Others present included City Manager Ryan Snow, City Recorder Carolyn Wilcken, Finance Director John Zilles, City Engineer/Planner Chris Thomsen, Steven Timothy, Kim Hales, Mark Winterton, JR Bird, Brian Ballou, and Chad Mortensen present.

Opening prayer was given by Chris Thomsen.

## SETBACK ORDINANCE DISCUSSION

Council discussed the need to review ordinances that may not meet our current needs. Council brought up and discussed the need to update the ordinance specifying setback requirements and whether or not new requirements should be determined. There may be a number of ordinances that need to be updated.

## **USE OF CITIZEN COMMITTEES DISCUSSION**

Council discussed the need for clear direction to citizen committees which include the Airport Board and Golf Committee. This will be looked into and a recommendation given.

## **CLOSED SESSION**

A motion was made by Councilman Albert Foster to go into a closed session to discuss litigation and then convene back into a regular city council meeting. Motion seconded by Councilman Aaron Weight. Those voting Aye were Albert Foster, Aaron Weight, Dustin White, and Troy E. Rohrer. Motion was carried unanimously.

A motion was made by Councilman Albert Foster to adjourn the meeting. Motion seconded by Councilman Aaron Weight. Those voting Aye were Aaron Weight, Dustin White, and Troy E. Rohrer. Motion carried unanimously.

Meeting adjourned at 8:30 p.m.	
	ATTEST:
Vaun D. Ryan, Mayor	
	Carolyn Wilcken, Recorder